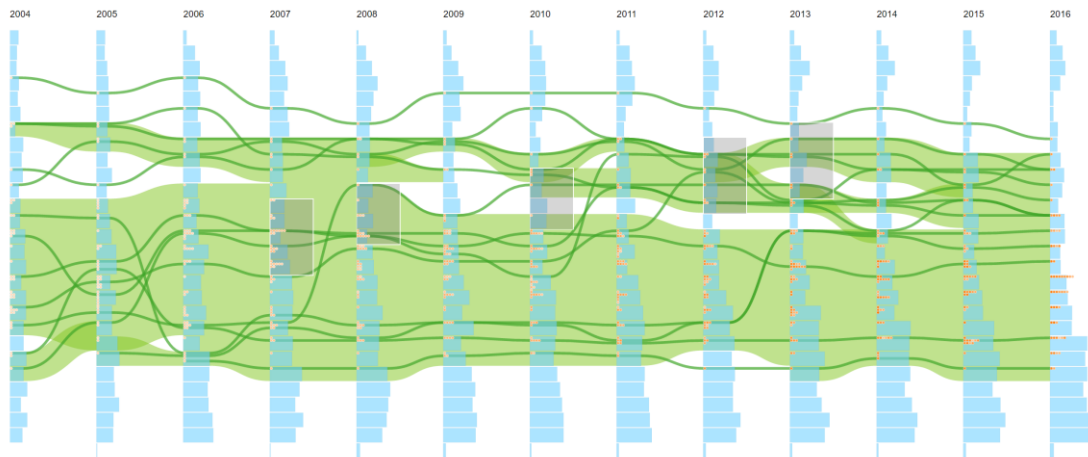


Weekly Report 2016.12.26-2017.01.02

Progress:

1. Temporal Ensemble Rankings



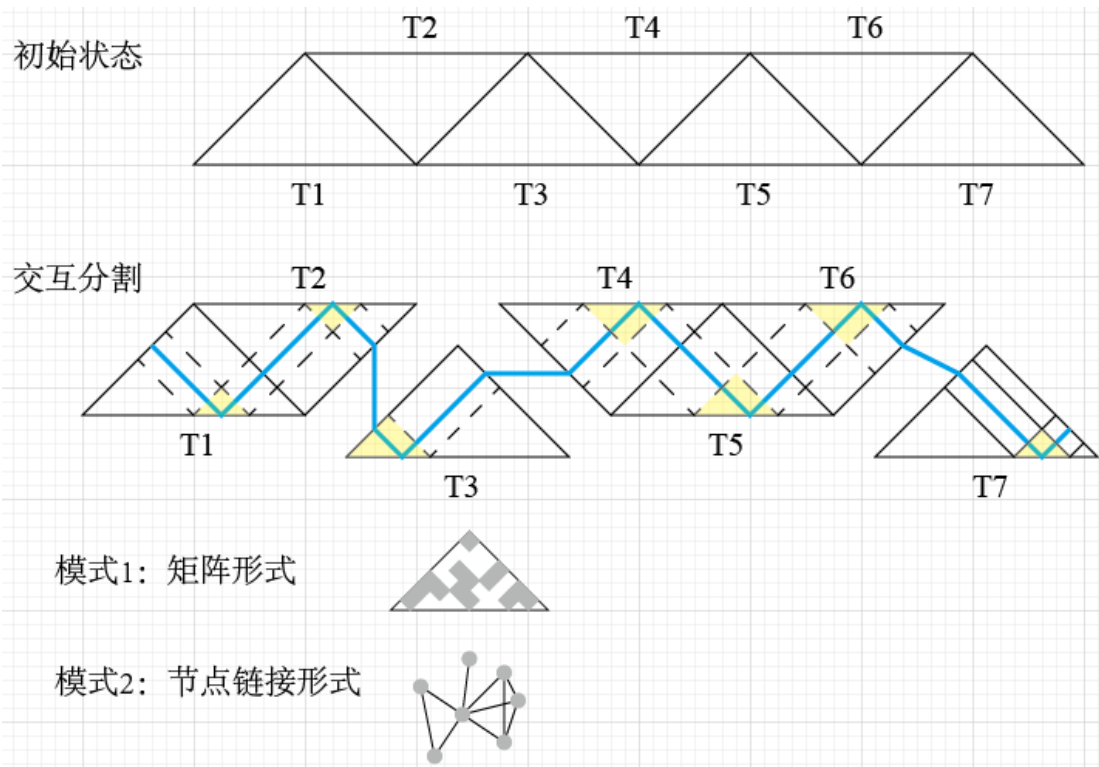
The flow is added and lines are filtered. But the result is monotonous. After talking with Prof. Wu, we decided to implement a line-based heatmap to draw the flow using webgl and shader.

I talked with Honghui and he taught me some basics of the shader. And this is an initial test of the shader:



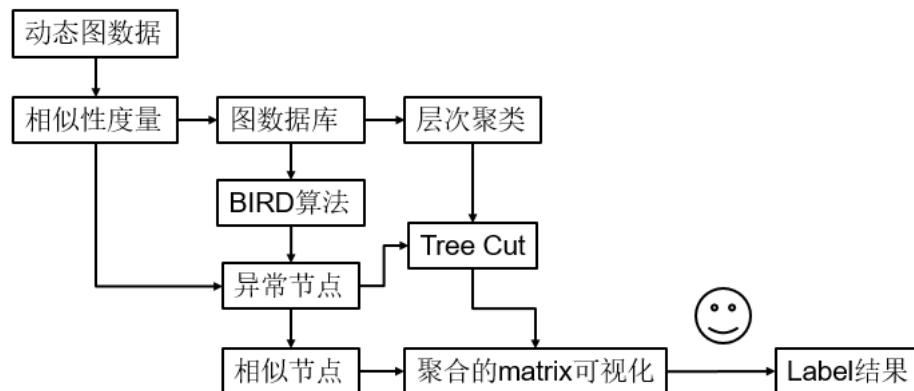
2. TCP Tree

3. Anomaly Detection in Dynamic Graphs



We got the final design of this project.

And the procedure of the system is:



The plan of the project:

- 1.1-1.15 算法准备、实现和实验
 - 层次聚类、tree cut 以及 BIRD 的修改
- 1.15-1.31 矩阵视图及交互原型实现
- 2.1-2.28 系统实现+写作（introduction 和 related work 部分）
- 3.1-3.31 评估和写作（剩余部分）

Plan:

1. Temporal Ensemble Ranking Data

Implement the heatmap and the interactions in the cluster view.

2. Anomaly Detection in Dynamic Graphs